

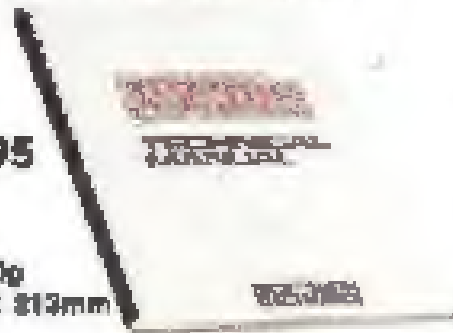
VZ 300 Technical Manual

DSE — 70 pages

Learn to use your VZ 300 Colour Computer to maximum effect with this handy manual containing additional information concerning programming, hardware operation and expansion. Cat X-7324

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Computers are fun! Combined with your VZ 300 Colour Computer, you too can be entertaining and educational too. This superb book lists games and how to play them: from adventure, space action to old favourites like checkers. Plus a chapter on how to create your own games. Cat X-7326

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Tim Hartnell — 171 pages

Get into the exciting world of programming with this easy to read manual. First you'll be familiarised with the keyboard and then start learning all those programming tricks: random number generation, strings, arrays, PEEK and POKE, debugging — all you need to enjoy the wonders of programming on your VZ 300. Cat X-7325

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The Great VZ 300 Omnibus

Tim Hartnell — 188 pages

Learn how flexible your VZ 300 is with this superb book. It takes you beyond off the shelf software use by teaching you how to create an artificial intelligence program, a language translator or utilise sound and graphics capabilities. Even learn search and sorting techniques from this book. Cat S-7327

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